## Aacer GymCove

Colored vent cove base allows today's gymnasiums to be personalized beyond the court graphics. Adding a pop of color around the perimeter of the gymnasium really sets the project apart. With longer length pieces, the number of seams are reduced giving the project a continuous look.

www.AACERflooring.com • 877.582.1181



SPORTS FLOORING an Infinity Wood Floors Company

## Aacer GymCove

<ul> <li>Longer lengths reduce the number of seams and provides for a continuous look</li> </ul>		Construction	Powder Coated Heavy-Duty Extruded Aluminum
<ul><li>Mechanically fastened to the wall eliminates adhesives</li><li>Continuous 1/8" venting gap around entire floor perimeter</li></ul>		Installation	Mechanically fastened to the wall
<ul> <li>6x the ventilation compared to standard pre-molded vented base</li> </ul>		Size	4" x 3" x 8'
<ul><li>Easily removed and reattached</li><li>Colored screwheads, touch-up paint and</li></ul>	caulk available	Color Options	15 Standard Colors
No minimums on standard or custom color orders			RED
			CARDINAL RED
$\square \mathcal{A}$	<ol> <li>1/8" Ventilating Spacer</li> <li>1/8" Continuous Venting Gap</li> </ol>		INTERNATIONAL ORANGE
	<ol> <li>#12 Square Drive Pan Head Screws</li> </ol>		ORANGE
			GOLD
CONCRETE TO THE T			YELLOW
			BLACK
			GREEN
	1 August		DARK GREEN
			CLEAR ANODIZED ALUMNINUM
For maximum airflow and ventilation, us	se Aacer GymCove		BURGUNDY
with Aacer's ScissorLoc systems and patented PowerVent under floor humidistat.			PURPLE
			NAVY BLUE
			ROYAL BLUE
			BROWN
			*Custom Colors Available upon request
Upgrade your commodity wall base to	custom		It is the policy of Infinity Wood Floors to continuously improve its line of products. Therefore, Infinity Wood Floors reserves the right to change, modify or discontinue
match your school colors			systems, specifications and accessories of all products at any time without notice or obligation to purchaser.
Sweets.com		MEMBER AMERICAN STORTS BUILDERS	
	M MEMBER	T	Parcer France Research Constraints

Jan2024